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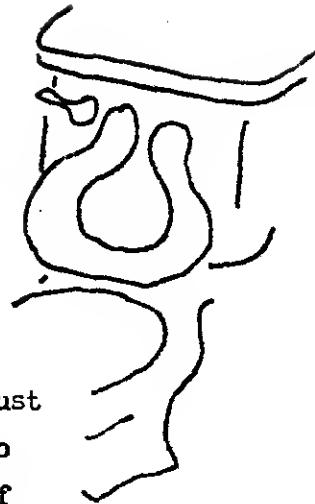
# BRUTUS BULLETIN

ET TU, BRUTE

*Gala  
Premiere  
Issue*

The BRUTUS BULLETIN is a magazine of postal Diplomacy and assorted sundry items brought to you as often as humanly possible by John Michalski, 913 NE Sixth Street, Moore, Oklahoma 73160. No calls. Diplomacy is a game invented by Alan Calhamer and copyrighted by the Avalon Hill Co., Baltimore, MD 21214. BB is available for now for the pittance of \$2 per year, including sub, game fees, and NMR deposit. THERE ARE GAME OPENINGS.

## NOTES FROM JOHN!



And, we're off! Off our rockers, maybe, but here we go to see just how fast you really can run a Dippy zine. Let me first appeal to all our players to stop TODAY and write out a preliminary set of orders for your country RIGHT NOW and mail them today or tomorrow morning at the latest. That way, when you find your orders in a drawer next week, it will remind you that "Hey, I was supposed to send that guy something", and maybe you can even get them in on time. Try to get in the habit of taking even just a postcard and putting in SOME kind of orders, just as soon as you receive your issue, into the Postal Disservice system. You can (and hopefully WILL) send in "real" and thought-out orders later, but just to be sure, cover yourself with an off-the-cuff set right away. This is especially important in a fast-paced game as I plan for these to be. I do not accept General Orders or code words, unless by the latter you simply mean some special notation to cover you if/when you suspect someone is trying to deceive the GM (me) and you by sending in phony orders for your country. I trust that will never be necessary, but...

ABOUT THIS ISSUE: Beside the game, I've managed to come up with enough filler to get my full 13¢ worth. Hopefully, I will be able to do so often. Among the innovations this mag will have are: ads! Yes, not only do I unabashedly plagiarize articles, but ads too! The game review is my own, but has appeared in Don Horton's excellent CLAW & FANG in November. BUREAUCRATIC BLUNDERS is from CONSERVATIVE DICAST, but isn't as good as it usually is. Next issue's is a lot funnier--or more pathetic, as the case may be. Also included is a page of what will have to pass as house rules. Future issues will

CONTINUED ON NEXT PAGE FOLLOWING

"LET THE GAMES BEGIN!"

--Nero

AUSTRIA: Rick Kassel, 342 Erie Street, Macedon, NY 14502

ENGLAND: David Scott, 1027 Ninth St, #51, Albany, CA 94710

FRANCE: David Ditter, 17215 Marygold Ave #42, Fontana, CA 92335

GERMANY: Galen Workman, 3531 E Wilton St #C, Long Beach, CA 90804

ITALY: John Mirassou, Box 96, University of Santa Clara, Santa Clara, CA 95053

RUSSIA: John McElvaney, 44 Landmark Ct., Baltimore, MD 21221

TURKEY: Steve Hueston, 1018 South 242d Street, Kent, WA 98031



A Boardman number is hereby requested. For now, let's refer to this one as BRUTUS #1.

DEADLINE FOR SPRING, 1901, IS MY MAIL RECEIVED HERE MONDAY, NOVEMBER 28, 1977!!!!!!

Please read page two and the "house rules" (of sorts) included in this issue.

OK, here we are. Four of you are in California, 5 on the West Coast, but no one is in the same ZIP prefix area, and four-way alliances aren't either likely or stable, so the two of you on the East coast should hold balance of power spots. Should make for a good start.

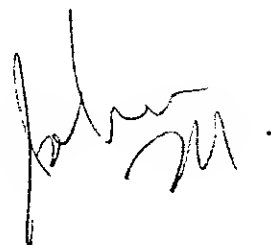
Assignments were made by lot, except for one volunteer and first signer; John, I'm sorry to see you stuck with Italy, but that's really the way it fell out. (I just eliminated John's last to centers, Nap & Rom, in 76IK). I only did it as a favor, John! I hope he, as well as the rest of you, can send in some press as well as your moves. Plus cartoons, clippings, junk mail, brickbats, whatever.

I came downtown this Saturday morning just to get these done up right away and mailed at the main post office where I once worked, so they should be in your hands no later than Tuesday, the 15th. I weighed these and they should be OK, but if any arrive postage-due, send me the envelope face with the moves and I'll reimburse the stamp.

On with the show.

contain letters and plugs, in addition to the game and (I hope!) lots of press. As the game moves along, I do not plan to comment on it as some editors do; the sole exception will be the headline, of my own choosing. Virtually everything to appear here is without permission, unless sent in by players or original material done by myself. I will attempt to give credit wherever due, but some may slip by. If anyone is overlooked and offended, let me know: I'll be glad to run all the filler I can get! As an added bonus, I will freely run this BS column of my own, filled with ramblings, editorials, news, whatever. You can do the same. I'll print almost anything you'll type your name to. My experience has been, however, that when even long-established zines appeal for material for a special event (50th or 100th issue, etc.), they wind up with zilch. So, I'm not counting on getting anything more than an occasional letter, most of which will likely be unprintable anyway. In retaliation, however, you'll have to put up with having my own personal ramblings fill the void (when it gets filled at all) on whatever topics I choose: the hobby, or wargaming, or current events, or Oklahoma, oil exploration, accounting, or bad jokes I've heard. If you send something in, what will you get for it? First, you will get to see your name in print, and second, you will have the inestimable satisfaction of knowing that you brought a big smile to my face when I found someone else had sent something in as filler besides myself for a change! And, after I read it, the smile may turn into an open laugh! "Ha!" you say; "why send stuff to him then?" Well, if it's a long, serious article, I'll be the first to admit you can get credit for it from older and bigger zines, .eg., CLAW & FANG or MIXUMAXU GAZETTE to name but two; on the other hand, I'm not as picky as they might be, and the tone of BB is perhaps lighter and more off-the-cuff. Further, being xerox, BB can reproduce some stuff they can't, such as cartoons you may have made or found somewhere and wish to share. One note on my open publishing policy: press and letters are your business, but articles are also partly MY business. Thus, I reserve the right to reject them if they support causes I reject, e.g., gay or liberal stuff. There are plenty of organs tooting that sort of thing; my space will go as I see fit. I do encourage you to submit everything you can, though; what do you have to lose? Also--if YOU publish or know someone who does, anything you find here is up for grabs without asking. I only request you mention BB (or the original source) somewhere along the line.

Now let's pull the chain on this feature and get on to the good stuff: the filler!



## Rules:

The set of rules I have are AH's, but I'm not aware of any earth-shaking differences. If someone would prefer, send me a copy of the oldies and I'll use it (and return your copy). In games I've played in, I've never seen a problem come up. Here are some incidental items, house rules, and miscellaneous odds and ends. "Coastal creep" (e.g., F SpaNc-Por, F Por-SpaSC) will be disallowed under the rule forbidding units to directly exchange places. Yes, a retreating fall unit can retreat into a center that will count for that fall season. Illegible or ambiguous orders will fail (e.g., F Con-Bul/which coast?/A Ven-Try/=Tri?= Tyr?/F Ska-Nor /Nth? Nwy?) but UNambiguous oversights (F Nwy-StP) will succeed. "A Xxx S A Yyy-Zzz" will be interpreted to include the order "A Yyy-Zzz", but I ask that you please list it separately in any case. If you have a unit unordered on purpose, list it as 'A Xxx (unordered);' that's how I'll list it, but mention it in any case. If a player misses two consecutive movement seasons, his country will go into civil disorder. I will use the standard standby system, but since it is uncertain that a standby will be available, I anticipate CDs will be at least as likely as not. Once in CD, a power will NOT be available for a stand-in. Moves should have the player's name, country, game, season, date of order, and MUST be signed. Press is encouraged, but may be censored in extreme cases. Black press will be allowed unless a majority of players in that game request otherwise; Black press will be more heavily censored, however. I will not call you for your moves: this is POSTAL Diplomacy. A separation of seasons will be allowed if requested by

a MAJORITY of players. Moves for separate games must be on separate pieces of paper, and sheets for only one player can be in each envelope, even if properly signed. Attempts to deceive the CM will result in expulsion, and the reasons for it will be published. Any error must be called to the CMs attention by return mail, or it will be allowed to stand. Player's will be notified of any error before the next deadline. Draw & concession votes will be by secret ballot, and results will only indicate success or failure of the vote. The following abbreviations are used: IMP-impossible order OTM-ordered to move OTB-off the board H-holds a-annihilated d-dislodged R-retreats to S-supports C-convoys NSO-not so ordered NSU-no such unit NMR-no moves recieved NBR-no builds received U-unordered //

A resigning player may not select his own substitute. Players who drop out or resign or are expelled from play will be entitled to no refund of any kind. When writing conditional orders, please supplement one of the conditions with "or all other cases". If you indicate something like "If army X retreats to A, do this; if it retreats to B, do that" and it turns out out that army X retreats OTB, you will be stuck with an NMR situation! A little thought can go a long way, and save all concerned a lot of trouble. You might write "If good old Joe retreats A Xxx to Y, build this; but if that lying buzzard retreats to Z, build THAT!", but guess what happens if Joe retreats to Z and then removes it? See where the fun of being a CM is? If a player misses S'01 moves, the following neutral moves will be

made:

A: AVie H,F Tri-Alb,A Bud-Ser E: ALvp-Yor, FLon-Nth F Edi-Nwg  
 F: F Bre-NAO,A Par-Pic, A Mar-Spa G:F Kie-Den A Ber-Kie A Mun-Ruh  
 I:A Ven H A Rom-Apu F Nap-Ion T: A Con-Bul A Smy H F Ank-Con  
 R: F StPsc-GoB A War H A Mos-Ukr F Sev-Rum

# Bureaucratic Blunders

## Justice Triumphs

U.S. Customs officers recently seized a Porsche that did not conform to federal emissions and safety standards. Investigation revealed the \$18,000 car had entered the country as a race car, but was being used on the streets. The owner? An executive of the Environmental Protection Agency.

(C. E. Barclay, North Muskegon, Mich.)

Don Baker, a 52-year-old teacher in Anoka County, Minn., was severely beaten by a 16-year-old girl student in a school hallway. The girl also gouged his nose and eye and broke his glasses. Richard Hubbard, school principal, refused to have the girl dismissed, saying, "Chronic absenteeism is more of a problem than discipline."

## Motorists, Beware

John Zech stopped to help a stranded driver on a Minnesota highway and received a ticket for his effort. He had stopped in a zone marked "No stopping except in emergency."

(David Flack, Minneapolis, Minn.)

Atlanta businessman Tom Stafford was tracked for two years by federal marshals because he failed to pay a \$15 ticket for illegal parking at National Airport in Washington, D.C., a federal offense. The marshal's office would not estimate how much it cost to find Stafford, whose car was registered in Wisconsin at the time of the incident.

(Shooting Times Magazine)

## More Than They Asked for

The U.S. Navy nearly denied Irwin Rose an apartment he wanted in Richmond, Ind., because the \$265 rent was too low. Only after the apartment owner raised the rent \$4 per month would the Navy let Rose have his apartment.

(John M. Harlan, Richmond, Ind.)

Fort Pierce, Fla., applied for a \$448,000 federal grant for street paving and improvements to the city jail, and got \$1.99 million instead. "It's

wild. It's unbelievable," said Frank Blackwell, the city's finance director. He said officials haven't yet figured out how to spend the money.

(Arthur J. Locke, Hooksett, N.H.)

## Bureaucratose

The National Park Service says, "Don't damage plants" as follows:

"No person shall prune, cut, carry away, pull up, dig, fell, bore, chop, saw, chip, pick, move, sever, climb, molest, take, break, deface, destroy, set fire to, burn, scorch, carve, paint, mark, or in any manner interfere with, tamper, mutilate, misuse, disturb or damage any tree, shrub, plant, grass, flower, or part thereof, nor shall any person permit any chemical, whether solid, fluid or gaseous, to seep, drip, drain or be emptied, sprayed, dusted on, injected upon, about or into any tree, plant, grass, flower."

(Glenn T. Shono, Gardena, Calif.)

## Unemployment Boondoggle

Widespread fraud plagued the emergency-relief program following this winter's crop-killing freeze in south Florida.

Assistant State Attorney Louis St. Laurent says 90 percent of 219 food stamp applications checked in Naples were fraudulent, as were 70 percent of some 300 checked in Fort Myers.

One check revealed that 160 migrant workers received food stamps after they reported they had been laid off, but "the only time they lost work was to pick up their unemployment and their food stamps, and some of them didn't return to work," declares St. Laurent.

Growers, most of whom resisted efforts to have the 35 counties declared disaster areas, complain that they are unable to get adequate help because of relief programs.

(Harold Sprout, Los Gatos, Calif.)

## Empty-Handed

A recent trip to Dallas by two representatives of the House Assassinations

Committee was not particularly productive.

Shortly after arriving, they went to police headquarters to examine files on the assassination of President Kennedy; the files had been subpoenaed by their own committee and were in Washington. So then they drove to the site of Jack Ruby's Carousel Club for a first-hand look. The building had been razed and replaced by a parking lot. The investigators then returned to Washington.

(Samuel R. McKenney, Dallas, Tex.)

## The Real Estate Record

California bought back 24 acres of an old state fairgrounds last month for \$715,000, nearly 3 times the price it received for the property 4 years ago.

(Mark J. Elfstrand, Sacramento, Calif.)

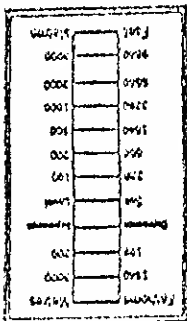
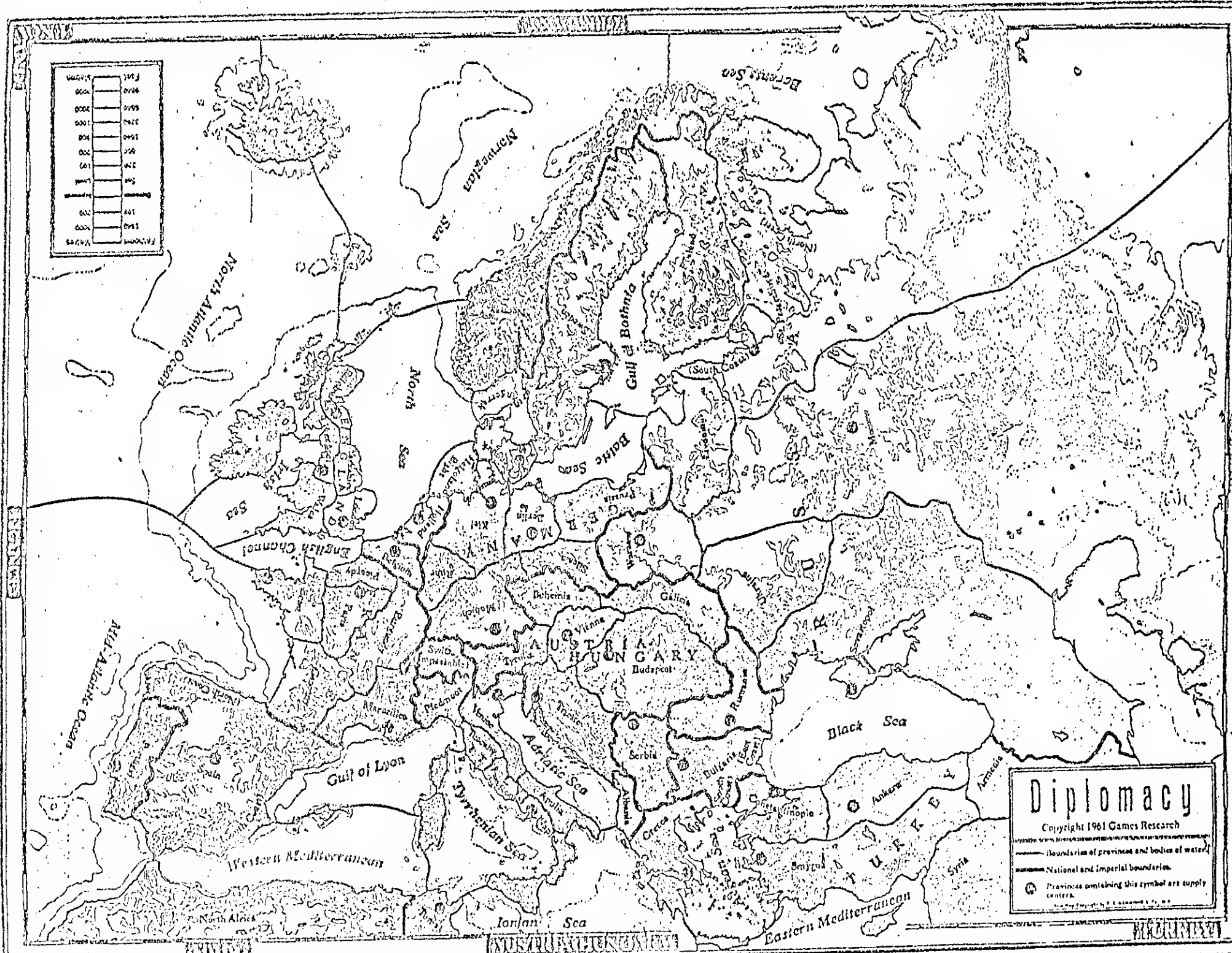
In an "economy" move, the Illinois Department of Public Aid is vacating a Chicago building it remodeled less than two years ago for \$345,000.

(Edward G. Pedersen, Franklin Park, Ill.)

U. S. Capitol elevators, though automatic, still use operators: 124 jobs at \$8,600 a year.

(Paul N. Johnson, Mountain View, Calif.)





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— Boundary of provinces and bodies of water  
— National and Imperial boundaries  
⊙ Provinces containing this symbol are supply centers.  
No other Copyright by Games Research, Inc.



# THE TEN DIPLOMANDMENTS

by Rudolph Tatay

## I

Beware thy fellow player that answers not thy letter, for he shall surely fall upon thee as many cubits of bricks.

## II

Cause not anger among the players in thy game, for they will conspire together against thee and thy seasons will not long endure.

## III

Verily, verily, I say unto thee, if thou needs must stab, thrust hard and for the death, for if thou art hesitant and fearful thy enemy will surely turn upon thee in a great rage.

## IV

Tarry not amongst those who make foolish moves, for they are surely not long for the game; lest thou be adjudged as a fool and eliminated.

## V

Takest thou care thy games-are ended for verily though thou hast given thy money, the finding of a substitute for a lost position is a great trial and tribulation, for which thy gamesmaster will remember thy name unto the end of time.

## VI

Takest thou care thou distortest not the truth to thy gamesmaster, for this incurreth his wrath and bringeth his fury about thy head and shoulders.

## VII

Spendest not all of thy time on the pursuit of Diplomacy, for if thou dost thy friends will surely buy beers for thy wife and girlfriend and console her in ways not pleasing to thee.

## VIII

When thy friends and enemies have been established, be thou willing to change friend for enemy and enemy for friend for while this may be confusing it will ensure thy finish in the game.

## IX

Feud not in the world of Diplomacy, for it is only a game and even if someone be a son of a bitch and a bastard he may someday aid thee to a victory. Of course, if thou gainest joy from a feud, forget thou the above.

## X

Commit thou to memory all the words of the prophet Allan as written in the RULES FOR DIPLOMACY (copyright by Avalon-Hill) which giveth out with the straight dope and consol-eth thee when thou hast suffered a ream job by thy gamesmaster.

Some words from C. L. Sulzberger, as quoted in the New York Times:

"There are, in diplomacy, four cardinal rules. Rule one is always keep the initiative. Rule two is always exploit the inevitable. Rule three is always keep in with the outs. And Rule four is never stand between a dog and a lamppost."

## Game Review: AFRICAN CAMPAIGN

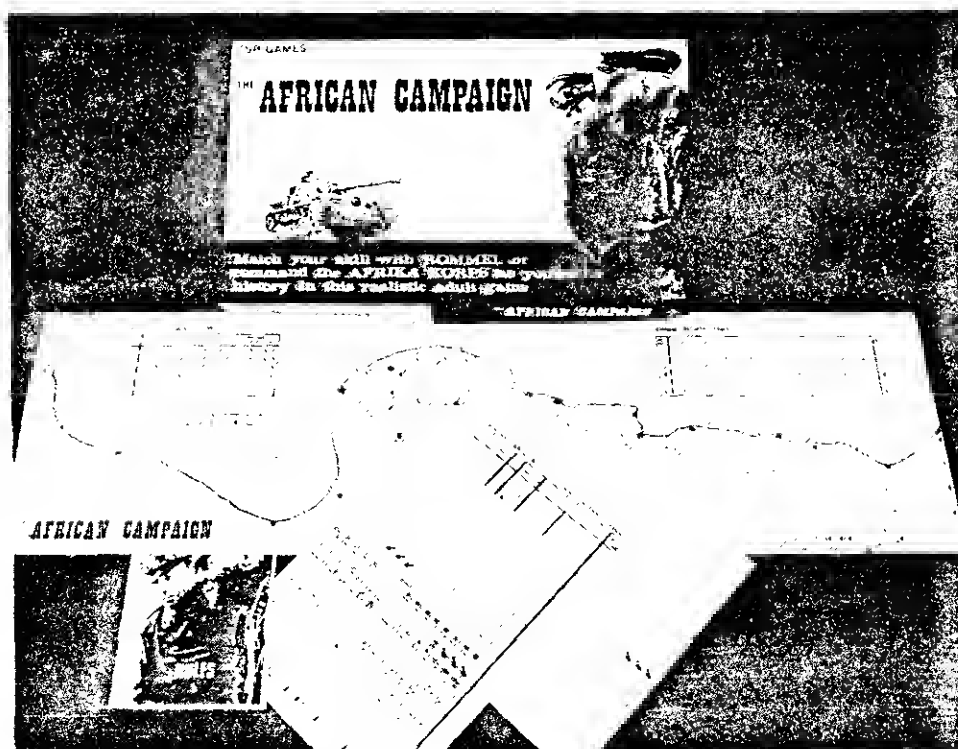
Some good news for wargamers turned up recently when it was announced that TSR Hobbies was making Jedko's AFRICAN CAMPAIGN game available in the US for \$ 9.95. This is a big break over the \$14 or so formerly needed to import it from Australia, if indeed you could get it at all. AFRICAN CAMPAIGN is my personal favorite, about as close to a perfect-playing wargame as I expect one could find. In a nutshell, AFRICAN CAMPAIGN does to AFRICA what Jedko's RUSSIAN CAMPAIGN did to STALINGRAD. The beauty is, TSR seems to be peddling AC as is, without botching it up the way Avalon Hill did BC. (AH's graphics are fine, but the butchered overrun rule alone kills a lot of the real "feel" that the Jedko original had). AC puts you in command of the North African coast at the time O'Connor started off his big (if unintended) counteroffensive across Cyrenaica. At start, some 15 or so Italian units (2-2 infantry divs & 1-6 armored brigades) are scattered across Libya, and Egypt to Sidi Barrani; the Allies have one armored div (the 7th, 7-6) and three infantry divs at Matruh (5-6 or 4-6). The game uses step-reduction with substitute counters, but the small number of units in play at most times makes this much easier to handle than it would in most games. I group the counters by strength in the box lid, 1s together, 2s, 3s, 4s, and all-else, by color (nationality). It works well and doesn't take much space, time, or effort, I've found. Allies are sand-colored, Italians light pastel green, Germans olive. The Allies start with few units (and remain so!), but the units are faster, stronger, and more enduring in combat. (Those 15 or so Axis units at start wither VERY rapidly!) The game has the unique feature of allowing BOTH sides an offensive and defensive stance at differing times: the Allies move out for about 4-5 turns (2 mo.s) until about the time the Ariete Div appears; then, the main Axis effort runs on until their own field and air forces wither. The Allies MAY resume the offensive, especially out of Tobruk if it is theirs, or even against the Axis main front, in approximately the fall of 41. The Axis has one last shot, I've found, in the very beginning of 1942, after the often-crippling effect of the Dec 41-Jan 42 withdrawals of four full-strength divisions. If the Axis isn't within striking distance of Alexandria then, however, they can pretty well hang it up.

The rules to AC are a masterpiece: if you know what a zone of control is and how to make an attack, you can read the whole booklet in ten minutes and sit down to play at once, including all the optional rules. With players who have had some experience with the game, you need only clarify some minor points before play, such as agreeing that Gazala and the hex west of it do not touch, El Adem is not a plateau hex, etc. The game is simple and fast-moving, a masterpiece in the old "Classics" school of games, barring only the most idiotic of players. (I've heard some Allied players will retake Sidi Barrani, move up to the frontier wire, then dig in and play WHI until the mid '41 Axis buildup forces them back!) I like to try and copy (or even out-do!) O'Connor's exploits early on, greeting the arriving Rommel at El Agheila if possible for my own Allied start! The only problem I've found with AC is the lack of opponents familiar with it; while anyone can learn it fast, it requires a copy of the game to learn from, and there have been darn few of those around. I hope TSR's marketing of it changes all this.

Before closing, I'd like to point out that the above article is based on my own extensive experience with my Jedko copy; I haven't seen TSR's. From their advertising, it APPEARS they are selling the genuine, unadulterated article, but I can't say with absolute certainty. Also, commentary on play assumes all optional rules are in effect. I'd like be glad to hear comments and/or discuss strategies or play, with anyone who is (or becomes) familiar with this gem.

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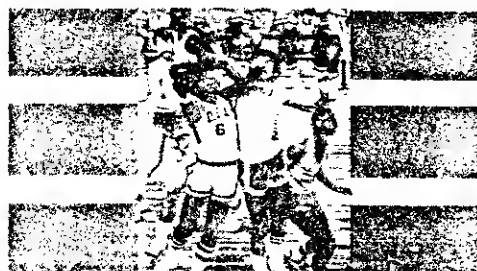
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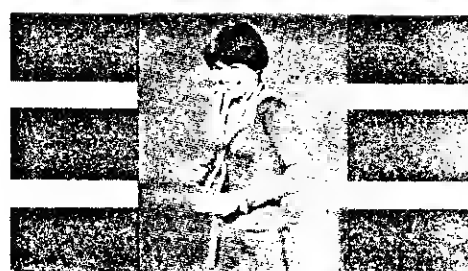
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118 U.S. Gold Medals Won  
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3 U.S. Gold Medals Won  
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5 U.S. Bronze Medals Won  
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February 4-15, 1976



34 U.S. Gold Medals Won  
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As a fitting reminder of U.S. athletic success in the past,  
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or more, you will  
receive this finely  
carved lead  
crystal sculpture,  
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the 1980 Olympic  
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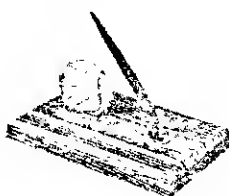


This limited edition carving  
by Tagliere is handsomely  
cut in Val St. Lambert 24%  
lead content crystal.

When you contribute

**\$100**

or more, you will  
receive this Olympic  
desk set and pen.



This walnut-finished,  
wood-based desk set  
features a 2 1/2" bronze  
1980 Olympic medallion  
vertically mounted  
opposite a Shaeffer pen in  
a polished holder.

When you contribute

**\$50**

or more, you will  
receive the Olympic  
desk spinner.

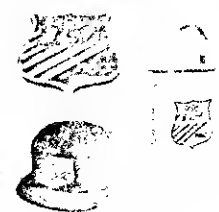


This Olympic desk spinner  
incorporates a 2 1/2"  
circular bronze-finished  
1980 Olympic medallion  
set in a graceful arch on a  
triangular base.

When you contribute

**\$25**

or more, you may  
select to receive  
your choice of  
either the Olympic  
paperweight or  
spectator cap  
or tote bag.

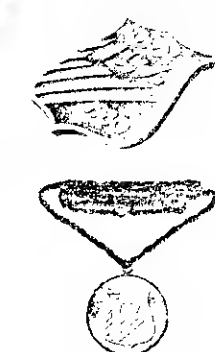


The bronze-finished  
Olympic paperweight fea-  
tures a 2 1/2" shield-shaped  
1980 Olympic medallion  
with both front and back  
designs in excellent  
detail and depth. The  
adjustable-for-any-size  
spectator cap is suitable  
for year-round wear and  
features the 1980 Olympic  
patch. The heavy-duty  
natural canvas tote bag  
has a large 1980 Olympic  
shield beautifully silk  
screened in red, gold and  
blue on both sides and two  
sturdy carrying straps.

When you contribute

**\$10**

or more, you may  
choose to receive  
either the  
Olympic belt buckle  
or the Olympic  
pendant and chain.



The Olympic belt buckle is  
finished in antique brass,  
features the Olympic  
shield in bold relief and is  
ideal for both men and  
women. Or the 1 1/2"  
gold-plated pendant which  
features a handsomely  
raised two-sided design  
and comes with a 24"  
gold-finished chain.

When you contribute

**\$5**

or more, you will  
receive your choice  
of either the  
Olympic patch or  
Olympic lapel pin.



The 1980 Olympic cloth  
patch is embroidered in  
red, blue and gold on a  
white background. Or the  
Olympic shield pin in  
inlaid red, white and blue  
enamel on a gold-finished  
clutch-back pin.

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